PC

Class | Title

Lvl | Exp / | %

Background | Alignment

Personality

Misfortune

OLD-SCHOOL ESSENTIALS
RETRO ADVENTURE GAME

Combat

HP /

HD | Con Mod

AC | UN

Armour class — *Unarmoured AC: 10+DEX modifier*

Melee | Missile

STR modifier to melee att./dmg — *DEX modifier to melee attacks*

Ability Scores

Ability check: Roll under or equal on d20

	Score	Modifier	
STR			*Melee att./ dmg, open doors*
INT			*Languages, literacy*
WIS			*Saves vs. magic*
DEX			*Missile atk., Init, AC*
CON			*Hit Points*
CHA			*# Retainers, Loyalty, Reactions*

Saving Throws

Saving Throw: Roll over or equal on d20

D		*Death, poison*
W		*Magic wands*
P		*Paralysis, petrification*
B		*Breath attacks*
S		*Spells, magic rods, magic staves*
MAGIC		*WIS modifier to saves vs. magic*

Equipment

Armor	
RHand	
LHand	
Back	
M.Item	
M.Item	

Languages

Literate: ☐

Exploration

LD	-in-6	*Listen at door*
OD	-in-6	*Open stuck door*
SD	-in-6	*Find secret door*
FT	-in-6	*Find room trap*

Movement

Ov		*Overland travel: miles/day*
Ex		*Exploration: feet/turn*
En		*Encounters: feet/rounds*

Coins

PP	
GP	
EP	
SP	
CP	

Abilities

	%		%
	%		%
	%		%
	%		%
	-in-6		-in-6

Inventory

1		12	
2		13	
3		14	
4		15	
5		16	
6		17	
7		18	
8			
9			
10			
11			

EQUIPPED ITEMS	PACKED ITEMS	MOVEMENT SPEED
0-3	*0-10*	*120' (40')*
4-5	*11-12*	*90' (30')*
6-7	*13-14*	*60' (20')*
8-9	*15-16*	*30' (10')*

Spellcasting

Spells

Lvl 1	/	Lvl 2	/	Lvl 3	/
Lvl 4	/	Lvl 5	/	Lvl 6	/

Prepared Spells

○		Lvl	○		Lvl
○		Lvl	○		Lvl
○		Lvl	○		Lvl
○		Lvl	○		Lvl
○		Lvl	○		Lvl
○		Lvl	○		Lvl
○		Lvl	○		Lvl
○		Lvl	○		Lvl
○		Lvl	○		Lvl
○		Lvl	○		Lvl
○		Lvl	○		Lvl

Notes

Spells Known/Spellbook

Level 1	
Level 2	
Level 3	
Level 4	
Level 5	
Level 6	